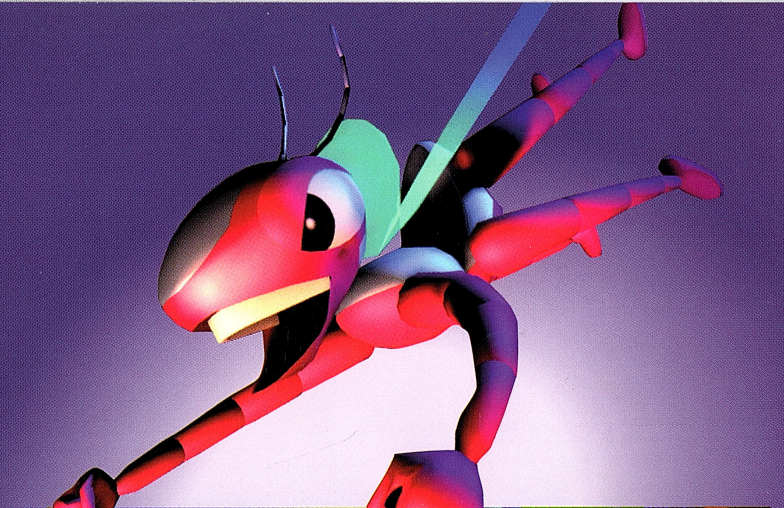

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BB1.MNL/094

BANZAIBUG™

The Flight-Sim with an Attitude

WINDOWS® 95
CD-ROM

CD ROM

GROLIER INTERACTIVE INC.

KIDS TO ADULTS
AGES 8+

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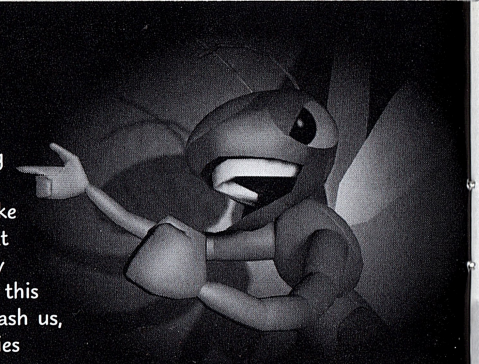
Introduction



"Hey human! You know how annoying bugs are—one gets near you and you smash it. Yeah, so imagine what it's like to be that bug. Well, you're looking at him. Banzai Bug—and welcome to my world. I hope you're up for it because this can get real ugly. People trying to smash us, Robobugs swarming all over us like flies on...well, you get the picture. So, fasten your seatbelt and kiss your Ant Matilda goodbye, cause it ain't over until the fat ladybug sings."

With you riding his tail, that famously fearless smart-aleck, Banzai Bug, must defeat a vicious killer—the Exterminator. Join the Bug Revolution and mastermind the terrifying flight missions to gather the weird stuff needed to build the disgusting Stinkulator, a device so foul that it will, if all goes well, drive the Exterminator out of the house forever.

Fly like you've never flown before. But watch out. The Exterminator has created deadly Robobugs—robot insects that have only one purpose, to hunt you down. As if that weren't enough, the Exterminator and his twisted family will be coming at you with bug sprays, laser fire and—well, I don't want to scare you. The whole house is a combat zone and if you fail, you and other bugs will be history.

If you succeed, the Insect Era begins and you'll learn what Bug Rule really means.

Installation and Startup

Banzai Bug requires the Microsoft Windows® 95 operating system and uses the Windows 95 Autoplay feature. Manual installation and startup are also available as a backup. Technical support is available should you encounter problems.

USING AUTOPLAY

Installation

The first time you place the CD in the tray and close the CD door, the installation screen should automatically appear. (See "Manual Installation and Startup" below if the installation screen does not automatically appear.)

Banzai Bug has three install sizes:

MINIMAL (Run from the CD: 5 megs or less)

REGULAR (Run the game from your Hard Drive: approximately 40 megs)

FULL (Run movies and game from your Hard Drive: approximately 225 megs)

The exact amount of hard disk space used by each option is given on the installation screen. The larger the install size, the quicker the game will generally run. Choose the option that's best for you.

Startup

Once Banzai Bug is installed, it will skip past the installation routine and go straight to the game whenever you insert the CD. (If it does not, use the manual startup procedure in the next section.)

MANUAL INSTALLATION AND STARTUP

If the Autoplay function does not trigger installation or startup automatically, you can use manual procedures to get Banzai Bug up and running on your machine.

Installation

Click on the Windows® 95 Start Button
Click on "Run"
Type D:\Setup (substituting your CD-ROM drive letter if it is other than "D")

Follow the instructions in the Banzai Bug setup program.

BANZAI BUG WILL NOW BE READY TO RUN. IF NOT, PLEASE DOUBLE-CLICK EITHER THE "TROUBLESHOOT.DOC" (WORDPAD) OR "TROUBLESHOOT.TXT" (NOTEPAD) FILE ON THE CD OR CALL TECHNICAL SUPPORT.

Startup

Click on the Windows® 95 Start Button
Go to "Programs"
Go to the Grolier Interactive Program Group
Go to the Banzai Bug Group
Select "Banzai Bug"

TECHNICAL SUPPORT

Please complete the User Registration Card for information on updated features, new products and more!

Have a question about Banzai Bug or other Grolier Interactive products?

Technical Support BBS 1-203-797-6872
Active 24 hours a day.

Technical Support (Voice) 1-800-356-5590
Customer Service, Sales and Product Information
1-203-797-3530 • Fax 1-203-797-3130
Active Monday through Friday, 8:30 a.m. – 4:30 p.m. EST.

Please make sure you have the 3 filenames from the IDENT directory/folder on the CD before calling.

Check out the Grolier Interactive Web Page for the latest information on Grolier products: http://www.grolier.com

THE MENU BAR

Banzai Bug's menu bar is always available in Windows Mode. If you are playing in full-screen mode, you can access the menu by pressing the ESC key.

The Menu Bar contains four menus, each of which contains several items.

Play

This menu enables you to start a "New Game", to "Load Saved Game", and to "Quit".

Options

This menu enables you to select the "Screen Size" and toggle "Textures," "High Res," and "High Color" on and off. Textures and High Res allow you to control the amount of detail shown in the graphics, which affects game speed, while High Color switches between a 256-color palette (faster but fewer colors) and High Color (not as fast but richer colors).

Jump

This menu gives you access to levels that you've already played, so you can return and play them independently of the larger game story. As you progress into the game, it will also reveal a few surprises, so you should check it periodically as you play.

Help

This menu provides information about how to play and other miscellaneous topics.

How to Play

A movie will play before and after each level. The movies contain information about the bugs' story, and important clues and instructions on the next level.

BANZAIBUG™

The Flight-Sim with an Attitude

Control Card

Keyboard	Joystick	Helicopter Mode (Default)	Plane Mode	Look Around Mode
Direction Controls				
Up Arrow	Push Forward	Move Forward	Dive	Pitch Forward
Down Arrow	Pull Back	Move Back	Climb	Pitch Back
Left Arrow	Push Left	Slide Left	Bank Left	Rotate Left
Right Arrow	Push Right	Slide Right	Bank Right	Rotate Right
Home, End or Delete	Twist Left*	Rotate Left	-	-
PgDn or PgUp	Twist Right*	Rotate Right	-	-
Action Buttons				
F or Space	Button 1			
Tap	Tap	Fire**	Fire**	Fire**
Hold	Hold	Move Down	Move Down	Move Down
D or Shift	Button 2			
Tap	Tap	Move Up		Move Up
Hold	Hold	Switch to Plane Mode		Move Forward Slowly
S or Ctrl	Button 3***			
Hold	Hold	Switch to Look Around Mode	Switch to Look Around Mode	

Special Keys

Space	Skip Movie
Esc or Alt	Pause (and display menu if in full-screen mode)

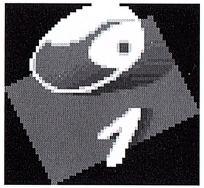
* This control applicable to a 3-axis joystick: if you have a 2-axis joystick, you will need to use keyboard control for this command.

** Fire = Punch or Zap when close to enemy or Touch when close to Special Object

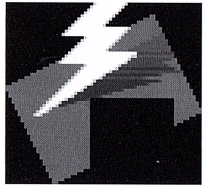
*** This control applicable to a 3-button joystick: if you have a 2-button joystick, you will need to use keyboard control for this command.

Please see Online Help within Banzai Bug for additional information.

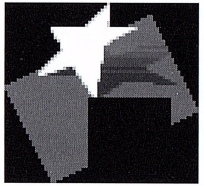
Banzai Status Icons



Lives



Zap



Zing

These are shown along the top of the screen.

If you've already seen a movie and would like to skip it, simply press the Skip Key on the keyboard (see Control Card).

If you would like to review your mission, check the Help Menu for the mission statements.

CONTROLS

Banzai Bug has two interfaces: keyboard and joystick. Consult the enclosed Control Card to see the locations of the action buttons and directional controls.

You can use the keyboard, the joystick or a combination of the two. Experiment to develop a control technique that's best for you.

For sole Joystick control, you need at least a 2-axis, 3-button joystick. If you have only a two-button joystick, you will need to use one key on the keyboard.

Please consult the Control Card for specifics on both joystick and keyboard controls. You can also check the Help menu for tips on the flight controls, the mission for the current level, or configuring Banzai Bug to work best on your computer.

FLYING

The first step in playing Banzai Bug is learning to fly. The first level of the game will give you ample room both to test your wings and to attack a few enemies.

Banzai Bug has three flying modes:

Plane Mode enables you to zoom from place to place at top speed and to strafe enemies with rapid fire.

Helicopter Mode enables you to move in close in order to perform delicate maneuvers.

Look Around Mode allows you to stay in place and look around.

Changing Modes: One mode is the default mode; two of the three action buttons are used to set Banzai to the other modes. Consult the Control Card for details.

WEAPONS

Banzai has a variety of different weapons he can use to defeat the Robobugs and complete his missions. These are activated by pressing the FIRE button on your controller. Consult the Control Card for the specific button or key.

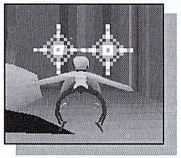
Ordinarily, Banzai shoots spitballs.

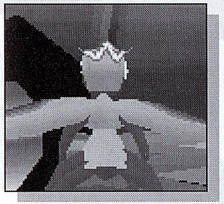
Spitballs

Banzai has an inexhaustible supply of spitballs. When you fire, he'll shoot one of these in the direction he's facing.

Inspiration Indicators

However, when Banzai's "inspiration indicators" appear, it means that he's ready to Zap, Punch, or Touch an item. The type of item determines what Banzai will do.

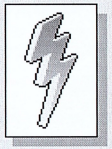


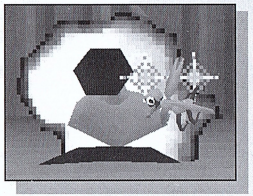


Buzz and Zap

Within a certain range, if Banzai has acquired Buzz he will Zap an enemy instead of shooting it. Zap does more damage than a spitball, but Banzai can carry only a limited amount. Banzai gets Buzz by eating (flying through) a powerup that is left when he destroys an intermediate level (yellow) Robobug.

This is what the Buzz powerup looks like.





Punch

At very close range, Banzai will Punch instead of spitting or zapping.

Touch

In certain circumstances, at very close range, Banzai will Touch something when he hits the DO KEY. Watch for these situations!

DEFENSES

In addition to his extra weapons, Banzai can also gain additional protection during the game. Icons showing his additional protection are displayed on the screen (see the Control Card for details).

Zing

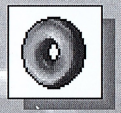
Zing allows Banzai to survive more shots from enemies. He can carry only a limited amount of Zing at one time. He gets it by eating (flying through) a powerup that is left when he destroys a hard (red) Robobug. Look for this powerup after Banzai destroys a hard Robobug.

Lives

Banzai can have many lives in reserve during the game. Eat (fly onto) food to gain extra lives.

Food

Food particles will appear in many different places.



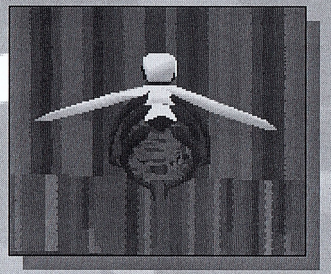
DAMAGE

Banzai has four states: **Zing**, **Normal**, **Goobered** and **Dead**.

If Banzai has **Zing**, he's shielded. He can take a certain number of shots from any of the regular enemies before he returns to normal.

If Banzai is **Normal**, a regular shot from a regular enemy will put him in a **Goobered** state.

In a **Goobered** state, Banzai moves more slowly, and is more easily damaged and likely to die.



This is what Banzai looks like when he's goobered.

When Banzai is **Dead** he loses a life. When he has lost all his lives, you have to restart the level.

ENEMIES

You and Banzai will run into all kinds of enemies. Here are just a few of the exciting adversaries you will encounter. We'll let you discover the other ones. Good luck, Ace.